T• HQ, Inc.
TOY HEADQUARTERS

EmuMovies

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Printed in Japan

HOME ALONe™

NES-6N-USA

INSTRUCTION MANUAL

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Introduction

Thank you for purchasing HOME ALONe for the Nintendo Entertainment System. We are confident that you will enjoy the adventures of Kevin McCallister as he tries once again to outwit his old enemies, Marv and Harry - the Wet Bandits!

There are plenty of tricks, traps and hiding places that allow Kevin to evade the determined, yet bungling burglars. Drop chandeliers, dangle hand-over-hand across a rope bridge and explore the menacing basement for ways to escape their evil clutches. It's a flat-out race against the clock as you try to save young Kevin in this adventure classic from T•HQ!

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Nintendo

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

Safety Precautions

Please follow the precautions listed below for the care of this cartridge.

1. Do not clean this cartridge with alcohol, thinner, benzine or any other solvents.
2. Avoid hard shocks.
3. Do not store in extreme temperature conditions.
4. Avoid touching or soiling the connector terminals.
5. When playing for periods greater than 2 hours, we recommend that you take a break for 10 to 20 minutes to avoid eye strain.
6. Always turn the power off before inserting or removing the game from the system.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the populat on may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

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The HOME ALONe Story

The McCallister family is out of the house and little Kevin is left home alone to guard the fort. Unfortunately for Kevin, Marv and Harry have taken a keen interest in his family's valuables. He must do everything in his power to escape from being captured by the bungling Wet Bandits.

Kevin knows that the police are on the way and all he has to do is hold out for 20 minutes. He'll sprint through the multiple levels of the house, basement and tree-house all the while setting nasty booby traps for the uninvited burglars. There are even a few secret hiding places that enable Kevin to temporarily dodge the bad guys. All this and more await you within the McCallister house . . . but you too will be Home Alone!

Control Pad Functions:

A Button - Press to collect a "Trap" item. When you have an item in your possession, it flashes in the lower left hand corner of the screen.

B Button - Press to put down and set a trap.

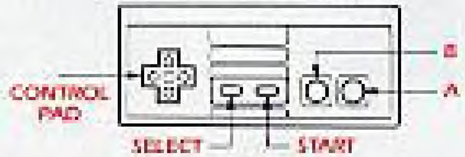
Select Button - When Kevin is carrying more than one item, press Select to view the choices. The most currently collected item appears on the screen. Kevin can carry a maximum of three traps at a time.

Start Button - Press to begin the game. Press during the game to pause and view the locations of the traps that Kevin has set as well as Kevin's location in relation to the house, basement and tree house. Near the bottom of the screen is your score and the time remaining before the police arrive. Press any other key to resume the play of the game.

Left and Right - Moves Kevin in these directions. Press diagonally, (Up and Right, Down and Left, etc.) to make Kevin walk up or down a flight of stairs. You can also use Left or Right to jump from the window to the gutter, or from the window to the rope, on the top floor.

Up - Press to climb objects. Holding Up on the control pad when Kevin is in front of a hiding place conceals him from the burglar's view. This only works if there are no burglars in the room when he makes this maneuver. The bandits will keep searching for Kevin, so hiding in one place for more than two searches is not recommended.

Down - Moves Kevin down an object he is climbing. Press when standing above a chandelier while pressing the A (pick up) button to drop it on Marv or Harry! (This only works if Kevin is carrying less than 3 objects.)



The Play of the Game

The game begins with Kevin in the main foyer of his house. Marv and Harry can enter from one of four entryways. Kevin's objective is to evade the burglars until the police arrive. He has 20 minutes to accomplish this task.

But are two enemies not enough for you? This game may surprize you! Both Marv and Harry are extremely intelligent villains, in that they are modeled with actual human behavior. Being "smart" enables them to track Kevin down in a way that is unique to the Nintendo Entertainment System library of enemy characters.

The Play of the Game *cont.*

They will systematically search throughout the McCallister house for clues to Kevin's whereabouts such as noises and direct visual contact. This is why using a hiding place may only be successful temporarily. While there are many strategies, the truly successful player will balance hiding, setting traps and all out running to stay out of the reach of these Bright Guys!

Notes on Winning

Kevin can carry up to three traps at a time. It may be best to keep at least two traps on hand at all times.

Some traps delay the bandits longer than others. The chandeliers are the best (longest down time), while the soup cans are the worst (shortest down time). Kevin is particularly vulnerable while he's using the stairs, so keep a long down time trap with you in these areas.

Each trap can only be used for a limited amount of times before they vanish. Be sure to reset a trap that has been used, or Marv and Harry will walk right past it.

Score Values

Each trap is valued as follows:

Object	Points
Soup Cans	200
Soap	200
Xmas Bulbs	200
Nails	200 or 800
Paint Can	200 or 400
Lamps	200, 400 or 800
Water Pail	400

Object	Points
Iron	400
Spider	400
Tar Bucket	400 or 800
Micro Cars	1000
Charcoal Coil	1000
TV	5000
Chandelier	10000

You also receive 10 points for each second of time passed.

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

90-Day Limited Warranty

90 DAY LIMITED WARRANTY:
THQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the THQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 8:55 A.M. to 6:10 P.M. Pacific Standard Time, Monday through Friday.

3. If the THQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

THQ, Inc.
Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective material or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY
If the PAK develops a problem after the 90 day warranty period, you may contact the THQ, Inc. Consumer Service Department at the phone number noted. If the THQ, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to THQ, Inc., enclosing a check or money order for $10.00 payable to THQ, Inc. THQ, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

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Helpful Hints